

CHAPTER 5

CONCLUSION AND SUGGESTION

5.1. Conclusion

Based on the analysis of the data collected, the writer draws some conclusions. This research finds out that there are some narratives of Sobokartti which are not known by the public, such as, how funds were raised to build a permanent building for Sobokartti's, the projector in Sobokartti, and some changes that occurred in the Sobokartti's building from 1931 until 2017. On the fund raising, the event was in the form of fancy fair which took place in 1929. The event lasted for 9 days and showed different kinds of performance each day. The event itself started from 27 April 1929 until 5 May 1929. On the existence of the projector, the fact is that in the past it was used to display film. However, the year Sobokartti started playing to show movies and what movies shown were not known. On the changes happen to Sobokartti building, the writer finds that the ground level around Sobokartti has been raised 20 cms to prevent flooding, Sobokartti's surrounding has changed to a crowded kampong, a *Pendhapa* was added on the right side of the main building, the doors were closed as a results of the changing position of gamelan, the audience seats were reduced to position the addition of gamelan, and the stage direction was changed from facing south to facing east.

In researching Sobokartti, the writer's main concern is on the lack of informants on Sobokartti. Basically, there is only one main informant, who is Mr. Rahardjo. Other people contacted for the research always referred to Mr. Rahardjo as their informant.

5.2. Suggestion

The writer hopes that this study can help other students who are interested in the study of folklore especially narratives about historical building. He also hopes that the audio visual media created help spread information about Sobokartti.

There are some suggestions for further research. First, this research has a small number of informants interviewed and observed, because it is difficult to find informants who know Sobokartti. Second, the writer suggests that the future research try to find more about the kind of movie played in Sobokartti in the past time, and when people on Sobokartti stopped using the projector. After that, future research can also develop research on fund-raising event of Sobokartti.

There are a lot of forgotten historical buildings like Sobokartti in Indonesia. Therefore, the writer hopes that this research inspires other researchers to carry out research on other historical building either in Semarang or other places in Indonesia.

